DC

TSR™

2
OCT 90

US $1.75
CAN $2.25
UK £1

APPROVED BY THE COMICS CODE AUTHORITY

SPELLJAMMER™

Barbara Kesel
Michael Collins
Dan Panosian

UMBER HULKS & MINDSPIDERS!

Mike Collins 6-90

WE ARE THE PEOPLE OF SONG AND STORY: OUR VOICES TRAINED TO POWER, OUR WORDS LYNKED TO MAGIC.

FOR ALL OF US, HOWEVER, THERE WAS ONCE A TIME WHEN WE VOICED ONLY DISCOMFORT.

BUT **I** HAD SOLID GROUND UNDER ME AND THE MOTHER OF SONGS FILLED THE SKY WITH HER MELODIES. **THIS** CHILD'S CRIES FILL A FRAIL SHIP TRAVERSING VAST SPACE.

WAAAAAAAHHH!

HE IS LIKE ME. HE IS TORN FROM A FARAWAY HOME, ON A JOURNEY I FORESAW **I** WOULD MAKE, BUT ASSUMED **ALONE.**

NOW, I FIND MY RESPONSIBILITIES HAVE FOLLOWED ME.

KIRSTIG?

KIRSTIG? WOULD YOU TELL HER I DIDN'T MEAN TO MAKE HIM CRY?

THE ROGUE SHIP PART 2

BARBARA KESEL	MIKE COLLINS	DAN PANOSIAN	STEVE HAYNIE	ERIC KACHELHOFER	ELLIOT S. MAGGIN
WRITER	PENCILLER	INKER	LETTERER	COLORIST	EDITOR

SPELLJAMMER Comic Book 2 Published monthly by DC Comics Inc., 666 Fifth Avenue, New York, NY 10103 under exclusive license from TSR, Inc. POSTMASTER: Send address changes to SPELLJAMMER, DC Comics Subscriptions, P.O. Box 0528, Baldwin, NY 11510. Annual subscription rate $21.00, Canada $26.00, all other foreign $33.00. U.S. funds only. SPELLJAMMER art and text material copyright © 1990 TSR, Inc. All Rights Reserved. SPELLJAMMER, all SPELLJAMMER characters, character names, and the distinctive likenesses thereof, and the TSR logo are trademarks owned by TSR, Inc. All other material copyright © 1990 DC Comics Inc. The stories, characters and incidents mentioned in this magazine are entirely fictional. For advertising space contact: Tom Ballou, (212) 484-2870. Printed in Canada.

DC Comics Inc. A Warner Bros. Inc. Company

G-5856

I THINK MERIE REALIZES THAT, TEMBER.

I THOUGHT BABIES *LIKED* BEING TICKLED!

WAAAAAAAH!

<TELL HIM HE'S ALL RIGHT, KIRSTIG.>

MERIE WISHES YOU TO KNOW THAT--

KIRSTIG--?

EXCUSE ME.

<YES, RUPAU?>

<WE ALL UNDERSTAND THE BOY. WHY PLAY AT TRANSLATING?>

<BECAUSE *HE* DOESN'T UNDERSTAND *US!*>

<ONLY THE PRIEST UNDERSTANDS *OUR* SPEECH, BUT EVEN HE DOESN'T KNOW *WE* UNDERSTAND *THEM.*>

UH, 'SCUSE ME, BUT I THINK I'VE GOT TO BE GOING SOON...

...NOW...

...BYE...

<SO, UNTIL WE KNOW MORE, KEEP SILENT.>

YOW!

PARDON ME, TEMBER.

<SLEEP NOW, AKSEL.>

KIRSTIG, I WONDER IF I MIGHT HAVE YOUR HELP.

YES, PAX?

<SEE, ASKEL? EVEN THE SHIP SHIFTS TO COMFORT YOU!>

IT'S MEREDITH-- THE CAPTAIN --OUR CAPTAIN, IF WE COMBINE OUR MAGIC--STILL OUT OF TOUCH IN HER COMPARTMENT.

IS MEREDITH THE ONE RESPONSIBLE FOR STEALING US FROM OUR WORLD?

I BELIEVE THAT WAS THE SHIP *ITSELF*--

IT HAS A RUDIMENTARY INSTINCT--A MOST OVERWHELMING ONE.

<LOOK, LILIEGH-- THE SHIP MADE A SLEEPING NEST FOR ASKEL!>

UNTIL I REACH MEREDITH I HAVE NO IDEA IF *SHE'S* ACTUALLY CONTROLLING THE SHIP.

HER MAGIC *POWERS* THE SHIP--

--BUT SHE MAY NO LONGER BE ...*RATIONAL*.

PAX! WILL YOU TELL THEM I DIDN'T MEAN TO HURT THE BABY?

LATER, TEMBER.

I'VE TRIED DISPELLING THE WARDS. PERHAPS IF WE DEGRADED THE MATERIAL OF THE CABIN ITSELF...

THE MOTHER HAS ALREADY FORGIVEN YOU, TEMBER.

NO CHANGE, PAX. I'VE GOT BRUISED KNUCKLES FROM KNOCKING.

IT SEEMS THIS WASN'T DESTINED TO BE SIMPLE. THANK YOU, JASMINE.

BY THE ALL-ENVELOPING LIGHT OF PEACE--

DEGRADE THE BOARDS THAT HOLD US OUT.

TURN WOOD

THIS IS THE SONG OF WOOD'S UNMAKING--

STRAIN. WEATHER. ROT.

OUR MAGIC SEEMS COMPATIBLE, PAX.

IT SEEMS THIS MEREDITH'S WARDS ARE STRONGER THAN WE ARE.

NOTHING LOST BY TRYING...

...CERTAINLY WE CAN'T COMMAND THE SHIP--

--NOT WITHOUT MEREDITH'S SPELLJAMMING CROWN...

...AND EVIDENTLY THE SHIP RESENTS ANY BUT MEREDITH'S CONTROL.

TEMBER--KEEP WATCH FOR ANY SIGN OF MEREDITH.

I'LL BE MEDITATING IN MY CHAMBER.

IS HE ALWAYS SUCH A STIFF?

A STIFF WITH GOOD TIMING--HE'S LEFT US ALONE.

I'D SAY THAT GIVES US A CHANCE TO GET ACQUAINTED.

WAIT! STARS! I SAW STARS!

I OFTEN HAVE THAT EFFECT ON WOMEN.

I SAW THEM IN MEREDITH'S CABIN --IT HAS A CRYSTAL WINDOW.

AND IF YOU CAN SEE OUT, YOU CAN SEE IN!

IN... WHAT?

C'MON!

WHERE?

OUTSIDE!

<MOTHER OF SONGS SINGS TRUE--THE PATH IS CLEAR.>

<COME...>

<...WE MUST RESCUE THE CAPTAIN FROM HER SEALED CHAMBER. HER MAGIC IS, AS I TOLD YOU, QUITE STRONG.>

<THIS IS THE TALE OF POWER'S DISPERSAL...>

TAP TAP TAP

<CONFOUND. UNWIND. DISPEL.>

<EVEN ALL OUR MAGIC COULDN'T BREAK THE WARDS.>

<MAY MOTHER OF SONGS COMPOSE OUR SAFETY.>

<MAY THE SONG OF HER LOVE REACH THE EARS OF THE FALLEN ONE.>

<MAY SHE AWAKEN TO HEAR MY SONG OF REJOICING.>

<MAY HER VOICE GRANT HEALING AND STRENGTH TO THE ONE HIDDEN INSIDE.>

THE *WINDOW!* I WAS *RIGHT!*

UH... JASMINE? ARE WE GOING TO BE ABLE TO *BREATHE* OUT HERE MUCH LONGER?

THE SHIP IS BIG ENOUGH TO CARRY PLENTY OF AIR WITH IT. NO PROBLEM!

YUK! THE HULL IS COVERED WITH SEAWEED AND DEAD FISH! YOU'D THINK THE SHIP'D WANT TO *CLEAN* ITSELF AFTER AN OCEAN BATH!

WOW! YOU CAN ALMOST *TOUCH* THE *PHLOGISTON!*

TEMBER! GET UP HERE AND *HELP* ME!

THERE SHE IS!

YEAH! I SEE HER!

WHAM WHAM

MEREDITH WAKE UP!

OOOOOH...

UH... WHA...?

MEREDITH!

MEREDITH WE SEEEEE YOU!

NO!

I'M... AWAKE--

NOW TO MAKE THE *NIGHTMARES* GO AWAY!

STOP BATTERING MY *HEAD*, SHIP! I *KNOW* YOU'RE FRIGHTENED ...

...BUT I'M IN NO SHAPE TO TAKE CARE OF YOU JUST YET.

GOT TO SEE IF *PAX* IS STILL ON B--

YEOWTCH!

BLASTED WARDS!

DISPEL MAGIC

PAX HAD *BETTER* BE ON BOARD... TO DISPEL THIS *BURNING!*

<IT'S CHANGED-- MOTHER OF SONGS MUST HAVE HEARD MY PLEA.>

MEREDITH!

<THE OTHERS! QUICKLY-->

<LEAVE HERE, SO THEY WON'T ASK WHAT WE'RE DOING AT HER DOOR.>

UNHHH...

REALLY?

SHE'S AWAKE!

PAX...

NOK NOK

YES?

NEED... YOUR HELP...

MEREDITH!

PAX!
MEREDITH'S DOOR IS OPEN!
SHE'S ALL RIGHT.
NOT STRICTLY ACCURATE, BOY.
OH.
WE'RE... INTERRUPTING?
YOU TWO JUST GET ON WITH... WHATEVER...
TEMBER, WHAT A JERK!
OOOF!
WHUMP
CAN'T YOU SEE HE'S TRYING TO HEAL HER?
SHE MUST HAVE SOME HEALING POTIONS STASHED AWAY--ANYBODY WITH BRAINS CARRIES 'EM.
THAT'S NOT NECESSARY, JASMINE.
I HAVE MY USES.
BY LIGHT AND SERENITY, I SUMMON POWER TO HEAL THIS WOMAN.

<NOW THAT WE KNOW MEREDITH LIVES, WE EITHER WAIT TO SEE WHAT THEY INTEND FOR US-->

<--OR WE TRY TO TAKE THIS SHIP AND FORCE THE OTHERS TO TAKE US HOME.>

<I SAY *OVERPOWER* THIS CAPTAIN AND THEN-->

<EH?>

CREEEK

<EXCUSE US, KIRSTIG. I THOUGHT YOU SHOULD ALL BE INTRODUCED.>

<THIS IS *MEREDITH.*>

PAX HAS TOLD ME HOW YOU ALL GOT TO BE HERE AND I APOLOGIZE FOR MY PART IN YOUR ..."KIDNAPPING."

YOU'LL ALL RETURN HOME SAFELY AS SOON AS PAX RETURNS TO UNIPAXALA.

MY TRAVELS OVER THE YEARS HAVE MADE ME QUITE RICH-- YOU WILL ALL BE COMPENSATED. FEEL FREE TO RESUME YOUR ...DISCUSSION.

<THE CAPTAIN MEREDITH ASSURES US THAT-->

THEY ALL UNDERSTOOD THE FIRST TIME.

BUT THEN, WERE I IN THEIR PLACE, I'D BE INCLINED TO KEEP SECRETS, TOO.

OH, NO... OH, NO... OH, NO... NEO--NEO--

TEMBER, QUIT *BABBLING*! GET MEREDITH!

THAT SHIP IS RIGHT *ON* US!

MER--

MER--

MER--

OUTSIDE!

NEOGI!

JUST *ONE* SHIP?

SO FAR. I *WAS* KEEPING WATCH, BUT IT JUST DROPPED OUT OF *NOWHERE!*

MYSTRA! I WAS HOPING TO GET SOME *REST!*

SHIP!

MOVE!

THAT'S A NEOGI *MINDSPIDER.*

WE WON'T OUTRUN IT WITHOUT ANOTHER PILOT, SO EXPECT A FIGHT.

SWOOOOOOSH

THE NEOGI ARE QUITE PRONE TO THEM.

KIRSTIG, WARN YOUR PEOPLE.

MY PEOPLE ARE NOT UNFAMILIAR WITH BATTLE.

GOOD, THEN THIS SHOULD BE PAINFULLY FAMILIAR. THEY PLAN TO BOARD US.

MAYBE, BUT I WON'T LET 'EM GET *INSIDE!*

I'M COMING WITH YOU!

WAIT, TEMBER.

YOU'RE *NOT* GOING TO MAKE ME *STAY?*

WHAT--HOLD BACK THE WIND?

IF YOU'RE GOING OUT IN THE PHLOGISTON, YOU'LL NEED--

PROTECTION FROM FIRE

WHY PROTECT HIM FROM *FIRE?*

PHLOGISTON IS *EXTREMELY* FLAMMABLE. AVOID ANY *FIRE* MAGIC...

PAX, I'LL NEED YOU HERE FOR--

I WOULD NOT LEAVE YOU UNPROTECTED, MEREDITH.

CHA PAUDA AKSEL?

HE'LL BE SAFE.

THIS IS THE TALE OF FIRE'S DISMISSAL--

FLAME. ICE. SHIELD.

DINGMAN COLLINS & TOO

HA!

THOK

CAUGHT YOU IN THE GRAVITY SHIFT, BUGFACE!

TOO BAD *YOU* DON'T HAVE WINGS, EH?

TAKE *THAT!*

KLANG KRAK

YEOWTCH!

CAREFUL, TEMBER--

--IT'S RAINING UMBER HULKS!

WHUD

THIS IS NO GOOD.

YES, I NOTICE TEMBER IS SHOWING AN INAPPROPRIATE... *ENTHUSIASM.*

NO, I MEAN OUR SIDE'S BEING *OVER-POWERED.*

GOT TO *THINK!*

TOO OLD, IS, FOR BATTLE BEING?

NOT YET, IS, SENILE GREAT OLD MASTER, ME!

LIES! LIES! ALL JEALOUS!

BIG MAGIC TO PROVE, IS, MY MIND BE YET WHOLE!

MAGIC BRIGHT, BE, LIKE A SUN!

FIRE-BALL

WHOOOSHBEAM

UNH!

SLAVE!

HOLD SMALL ONE, YOU, FOR ME BITE!

NOT A CHANCE!

I'M NOBODY'S HOT LUNCH!

HOLD, SHIP!
WE NEED A BARRIER... A WALL!
PAX, WAIT HERE!
YOU CAN'T CAST MAGIC NOW!
IT'S NOT A SPELL, IT'S A MAGIC ITEM!
WHEN YOU BREAK IT, IT CASTS A--
PRISMATIC WALL.
THE PHLOGISTON'S TIDE WILL KEEP THEM PINNED AGAINST IT UNTIL THEY CATCH THE OUTER CURRENT AND--
RAHWRRRR
--SLIP AROUUTTCH!
CHOMP
EURRRRONK!
MAGIC MISSILES? BUT NOT MINE...
MUST BE KIRSTIG'S--
--OH, MY ARM...
19

WHUMP

WHUMP

OH, YEAH? WELL, YOUR MOTHER WAS A COCKROACH!

YOU CAN'T GET THROUGH THAT RAINBOW, CAN YOU?

GOOD GOING, LADY M! JUST TAKE CARE OF THE LAST FEW ON THE INSIDE--

--AND WE'RE OUT OF HERE!

WHUD

LAST ONE ON THIS SIDE'S DOWN!

PRETTY INCREDIBLE WHAT KIRSTIG'S PEOPLE CAN TAKE DOWN WITH JUST A PLAIN *STICK*--

--ALTHOUGH I SAW A FIGHTER TAKE DOWN SIX WITH JUST AN ALE MUG ONCE...

<THAT WALL OF COLOR IS AMAZING!>

<THESE SPACE PEOPLE SEEM TO KNOW MANY WONDERFUL THINGS.>

<PERHAPS THEY'LL TEACH US!>

<IF WE AREN'T *EATEN* FIRST...>

BY THE WEAVE, THAT HURTS. ALTHOUGH I *AM* GLAD IT WASN'T A *NEOGI* BITE...

LET ME HELP...

EVEN HEALED, I'M TOO TIRED TO GET US MUCH FURTHER.

THEN WHAT DO YOU *SUGGEST?* THE SHIP WON'T ACCEPT *MY* COMMANDS...

YOU SAY *COMMANDS* ...

...YET YOU DESCRIBED IT TO ME AS A CREATURE OF *INSTINCT.*

HAVE YOU TRIED APPEALING TO ITS *FEELINGS?*

FEELINGS?

I HADN'T... CONSIDERED THAT.

BY THE LIGHT THAT FOSTERS PEACE IN THE SPIRIT...

...GRANT ME THE POWER TO SPEAK WITH ANIMALS

EEEYAUGH!

NO, I'M *NOT* YOUR CAPTAIN. WE SHARE *NO* BOND.

YET IT WOULD SPARE YOUR CAPTAIN FURTHER HARM IF YOU WOULD ALLOW *ME* TO GUIDE YOU TO OUR DESTINATION.

YOUR... *FEELINGS* ON THIS MATTER--?

Lynx Eats Boy's Lunch.

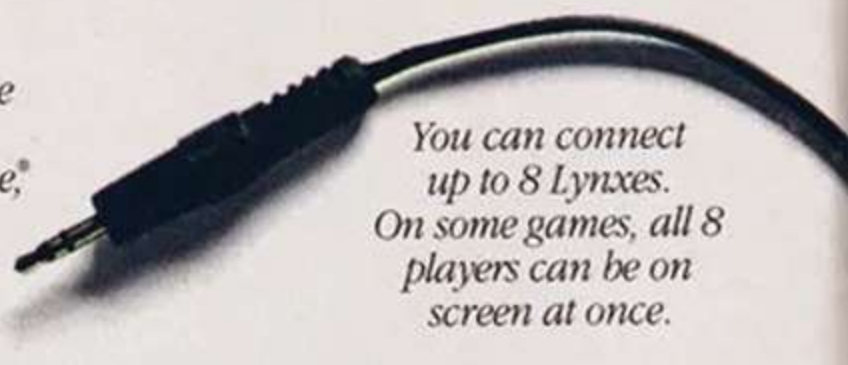
Lynx plays games in living, pulsing color. Next to Lynx, GameBoy's yellow and black screen is primitive.

Blue Lightning.™ We also have Gates of Zendocon, ElectroCop™ and Gauntlet.®

Lots of games are available, with more being developed. This guy is from California Games.®

Chip's Challenge™ has 144 levels, all dangerous.

Introducing Klax,™ the arcade hit. Zarlor Mercenary,™ Rampage,® Xenophobe™ and Vindicators™ are coming soon.



You can connect up to 8 Lynxes. On some games, all 8 players can be on screen at once.

Hey, sorry GameBoy.™ But Lynx™ is the first color portable game system. It also happens to be a lot more exciting than most home video game systems. Lynx has high definition SuperGraphics, with 16-bit power for faster action, much deeper levels of game play and the ability to link up to 8 players at once. Try playing Lynx just once. That's all it'll take to leave your little boy games behind.

ATARI LYNX

Atari®, the Atari logo, LYNX™ and Electrocop™ are trademarks or registered trademarks of Atari Corporation. ©1990 Atari Corporation, Sunnyvale, CA 94089-1302. All rights reserved. (Electrocop™ Software ©1989 Epyx, Inc., licensed to Atari Corp.) GameBoy™ is a trademark of Nintendo of America Inc. ©1990 Nintendo of America Inc. Rampage® is a registered trademark of Bally/Midway ©1990. California Games®, Chip's Challenge™, Blue Lightning™, Gates of Zendocon™, and Zarlor Mercenary™ are trademarks or registered trademarks of Epyx, Inc. ©1989, 1990. Klax™ and Vindicators™ are trademarks or registered trademarks of Atari Games Corporation ©1990. Gauntlet® is a registered trademark of Atari Games Corp. ©1989 TENGEN, Inc. Xenophobe™ is a trademark of Bally/Midway, © 1989.